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/*
Ant Project. Otago Polytechnic, New Zealand. 2009 3rd Year B.I.T. project for
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Client: Otago Museum

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*/

package {
import flash.display.*;
import flash.events.*;
import flash.geom.*;

    public class TObject extends MovieClip {
        private var counter: Number; // timer to indicate when the object changes

        position
            private var sWidth: Number; // screen width
            private var sHeight: Number; // screen height
            public function TObject(newX:Number, newY:Number, nFrame: Number, sW: Number, sH: Number) {
                x = newX; // set the
            x position of the object
                y = newY; // set the
            y position of the object
                rotation = Math.random() * 360; // set a random rotation
                gotoAndStop(nFrame); // display selected frame

            of movie clip
                sWidth = sW; // set the screen
            width
                sHeight = sH; // set the screen
            height
                counter = Math.floor(Math.random() * 200) + 86300; // counter to move objects
                // every 2 hrs ± 100 frames
            }

            // return the x location of the object
            public function GetX(): Number {
                return x;
            }

            // return the y location of the object
            public function GetY(): Number {
                return y;
            }

            // if the counter is 0, move the object
            public function DecrementCounter(): void {
                if(counter == 0) {
                    MoveObject();
                    // otherwise, continue decrementing the counter
                } else {
                    counter--;
                }
            }

            public function MoveObject(): void {
                // set a new x, y, location and image for the object when the counter reaches 0
                x = 100 + (Math.random() * (sWidth - 200));
                y = 100 + (Math.random() * (sHeight - 200));
                rotation = Math.random() * 360;

                // changes the object to one of the 4 available
                gotoAndStop(Math.floor(Math.random() * 4));
                // reset the counter
                counter = Math.floor(Math.random() * 200) + 86300;
            }
        }
    }

} // End Class
} // End Package

```